

LEVEL



DESCRIPTION

ONE UNIQUE THING

- ABILITY SCORES

Diagram illustrating the layout of the D&D 3.5e character sheet, showing the arrangement of attributes and armor class.

The attributes are arranged in two rows of three columns each:

- Row 1: STRENGTH, DEXTERITY, CONSTITUTION
- Row 2: WISDOM, INTELLIGENCE, CHARISMA

Each attribute column contains a SCORE box and a MODIFIER box. The attributes are grouped into two main sections:

- PHYSICAL DEFENSE:** Includes STRENGTH, DEXTERITY, CONSTITUTION, and WISDOM.
- MENTAL DEFENSE:** Includes INTELLIGENCE and CHARISMA.

The armor class is indicated by a bracket spanning the first four columns (STRENGTH, DEXTERITY, CONSTITUTION, and WISDOM).

— HIT POINTS & RECOVERIES

[illegible]

TALENTS

- DEFENSES & INITIATIVE

The diagram consists of four red-outlined icons arranged in a square. Each icon has a small red starburst in its top right corner. The icons are: a shield (top left), a helmet (top right), a circular arrow (bottom left), and a shield (bottom right). Below each icon is a label in all caps.

PHYSICAL DEFENSE

ARMOR CLASS

INITIATIVE

MENTAL DEFENSE

- BASIC MELEE ATTACK

WEAPON	AVG	MISS

- BASIC RANGED ATTACK

WEAPON				
HIT	DAMAGE	AVG		

BACKGROUNDS

BACKGROUND

$$\text{SKILL CHECK} = \text{DIE ROLL} + \text{ABILITY MODIFIER} + \text{BACKGROUND}$$

- FEATURES, POWERS, & SPELLS

— USAGE

[illegible]

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

- changes/refresh at new level
- changes at new level or with incremental advance
- refresh at new arc
- refresh at end of battle

* + positive, $\pm$ conflicted, or – negative relationship.

